

### 2009 Season League Rules

**Umpire Fees:** Umpire fees will be \$24.00 Per Team per game. Games officiated by one Umpire will be \$18.00 Dollars per team. Night league teams will pay an official scorer \$6.00 dollars per team.

**Forfeits:** Failure to field a team for two consecutive games or three total games will result in expulsion from league play. In the case of a forfeit the forfeiting team is responsible to pay both Umpire fees for that game. All forfeit fees must be paid prior to the next schedule game.

**Rosters:** Team rosters will be limited to twenty players. Rosters are due no later than June 1st or unless otherwise specified. If there is a question regarding a non-rostered player the opposing team's coach must initiate the protest.

**First Offence:** Game forfeit and a two game suspension for player and coach.

**Second Offence:** Expulsion from the league for the player and coach.

**Uniforms:** Uniforms to include numbered matching jerseys and pants or shorts. Only team hats may be worn. A player may opt not to wear a hat. Only rubber spikes are permitted. Steel cleats are an automatic ejection! If a player is not in uniform the opposing team has the option of being home team.

**Grace Period:** Teams shall be ready to play at the scheduled time. There will be a (10) minute grace period for the first game only. All other games will start at the scheduled time.

**Rain:** The league will cancel Twilight and Night league games no later than 5:30 pm. After this time it is the responsibility of the teams and the Umpires to make a decision at the field. Sunday morning teams are to show up at the field and make a decision, unless in a case of pouring rain. If the game is cancelled ahead of time the home team must contact the Umpires. It will be considered an official game if 4.5 innings are completed with the home team leading. It will be a suspended game if the above is not met and the Umpires will receive half a fee. The game will be resumed at the point the game was suspended.

#### The Game:

- \* The game will be played in accordance with NSA guidelines unless otherwise stated by the league.

- \* The league ball will be a .44 core provided by the league.

- \* The team that is batting must supply the backup ball.

- \* Twenty(20) after 3 innings. Fifteen(15) after 4 innings. Twelve(12) After 5 innings.

- \* Three(3) home-runs per team for Twilight, Sunday Morning, and Co-Ed on fenced fields.

- \* Winning team will phone or e-mail the results of the game. If the game is a doubleheader

the winner of the second game will call in the scores.

**Curtesy Runners:** We are going to use the new National Rule.

You will be Allowed 1 Runner per Inning. The Runner will be the Last Out.

It will only be the last out of the Previous Inning if there are 0 Outs when you want to use it.

**Bats:** Only bats approved by the league will be allowed. Any player caught using an Illegal bat will be ejected from the game. Each team is to have their bats available for inspection by an Umpire prior to the start of the game. An approved bat list will be provided.

**Conduct:** Any player or coach involved in abusive language or malicious conduct will be dismissed from the game and disciplined from the league. Any coach or player determined by the league to be in condition unbecoming to an athlete will be subject to penalties. Physical abuse towards the Umpire, players, fans, or recreational personnel will result in a lifetime ban.

**Awards:** Trophies will be awarded to the city Champions and league Champions.